

## NEMESIS® Go Products

*"The game  
of Go has  
a purity  
that makes  
it seem  
more than  
human.*

*Its rules  
are so  
elegant,  
and the  
board is so  
simple,  
that it feels  
more like  
an act of  
nature  
than an  
invention  
of man."*

*The Book of Classic Board  
Games, Klutz Press*

Chaos  
Manor Users  
Choice  
Award

Jerry Pournelle,  
Byte 4/90

Strategy  
Game of the  
Year -  
Runner-up

MacWorld 12/89

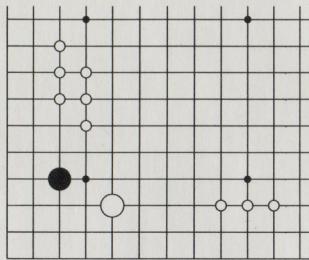
"the top slots  
on Lake's hit  
parade"-  
Tetris and  
Go Master

PC World 12/89



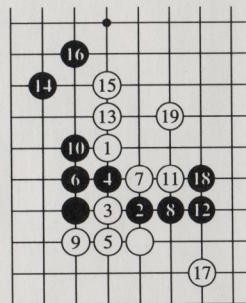
# Joseki Genius

Joseki are opening corner patterns considered locally optimal & equitable for both players. Since a joseki only covers part of the board, choosing the "right" joseki is as important as knowing the sequences. Joseki Genius™ includes 1300 joseki for interactive study.



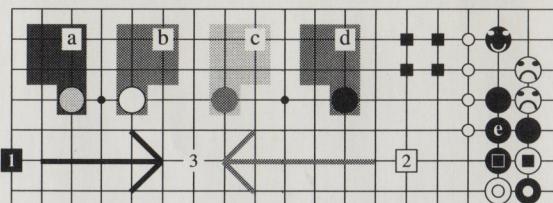
See all possible next moves simultaneously in game context.  
Wander up and down the tree of choices for both players.

Leaf through completed sequences to see how they can benefit your position. Or play against NEMESIS to test your joseki knowledge of a single line or an entire tree!



# Scribbler

**Scribbler has a game editor with which you can add or subtract or relocate any move. Perfect for entering game records!**



Scribbler's diagramming marks

Scribbler™ also has powerful diagramming and organizational aids which allow you to easily create detailed Go material extending far beyond Go books.

Scribbler has extensive capacity – associate up to 64 diagrams & comments with each turn. With any or all of these, associate up to 26 variant move sequences, each with their own 64 diagrams & 26 sequences.

**Yet with all this capacity, there is a natural flow which allows the reader to peruse it all at his own pace-- with the click of a button.**

# Tactical Wizard

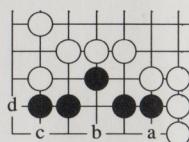
During a game you are constantly faced with problems involving the potential life and death of stones. Tactical Wizard™ is ready to assist you.

If you only want to know the next move to play to kill or save something, Tactical Wizard can show it to you. But unlike a book, you can use Tactical Wizard during your game, on situations as they occur. And you are not limited to seeing just the right moves. You can try out your own move and see if it works. Or leaf through the tactical variations and discover traps which a careless opponent might fall into.

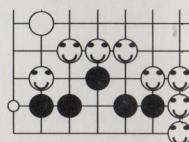
In group capture mode, the attacker must prevent two eyes for the target group (right).

In string capture mode the attacker must enclose the target, and then fill in liberties while warding off any counterattack on adjacent attacker strings.

In link mode the attacker must disconnect a linkage and keep his strings alive.



The Problem



A NEMESIS Suggestion



The Solution

# The Game of Go

Go, the ultimate strategic board game, originated in China over 4,000 years ago. Today it is savored by over 25 million.

The rules of Go are simple, yet the strategy is profound. Two opponents, black and white, alternately place "stones" on the empty intersections of a 19x19 grid, attempting to rope off clusters of vacant intersections. Once placed, stones are never moved; if captured (killed), they are removed. Whoever has surrounded more vacant intersections at the end of the game wins.

Out of this simplicity, a game of great intellectual complexity and rare elegance has developed. A well played move has visual beauty. Often a powerful move is made by a novice because it "looks right." A game can resemble a dance, with the stronger player subtly leading the weaker to his doom.

Go plays enjoyably over a wide range of skills. After only a few minutes, a novice can play a game that is at once fun and full of discovery. The unique handicapping system allows players of different strengths to play equally.

Taught in Elementary schools in Japan & played by top business executives, Go is fundamental to understanding & emulating their global strategic success.

*"If I were condemned to play only one game for the rest of my life, I'd choose either contract bridge or go, depending on who I'd get in my bridge foursome"*

Jerry Pournelle,  
Byte 4/90

*"If you are looking for a captivating game suitable for children or mathematicians... I strongly recommend you try the NEMESIS software."*

Modern  
Electronics 8/89

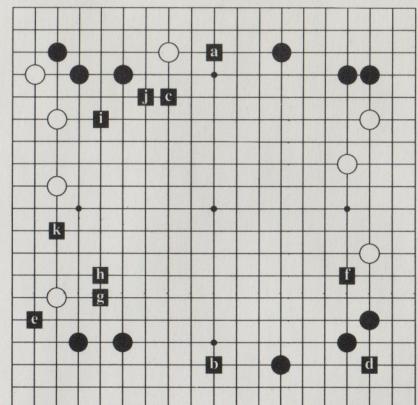
## NEMESIS

### Go Junior

Go Junior™ is a simple yet elegant introduction to Go. Includes all the basic playing features of Go Master, plus additional teaching facilities:

**Visual aids** — LIBERTIES showing string liberty counts and locations, & SCORE.

**Lessons** — On-line lessons in how to play go, basic 9x9 strategy and analysis of common beginner errors, and basic Go terms explained with diagrams and examples.



#### 10 Hints at once!

...each with its reason, reveals the major issues and moves. Repeat for 10 more.

**"Best introduction to Go yet developed."**

MacWorld 2/91

## NEMESIS

### Deluxe Toolkit

Includes —

**Scribbler, Tactical Wizard, & Joseki Genius**

install into Go Master for the most powerful Go playing tutorial in the world.

**Recommended as a stand-alone package to the Dan-level player.**

## NEMESIS

### Go Master

#### Basic Playing Features

9x9, 13x13, 19x19 boards.

Save and restore games on disk.

Plays Black, White, both or neither.

Standard handicapping from even to 9 stones.

Take back and replay moves or jump to any move.

Adjustable time limits for play.

Japanese or ING Chinese rules.

Adjustable program strength.

10 Hints at once!

#### Extensive Teaching Facilities

**Lessons** — Go Master® has on-line lessons in how to play Go; beginner, intermediate, & black belt level games discussed in detail; plus Go terms explained with diagrams & examples.

**Training** — Five continuous visual training modes.

**LIBERTIES** shows the liberty count of each string. Select one to show where its liberties are. — Ideal for beginners!

**GROUPS** shows the groups and their sector lines. Watch as groups fall into and run out of sector danger! Select a group & NEMESIS will show you where to defend by running or playing along the edge. Click again and NEMESIS will show how to attack by enclosing or playing along the edge.

**ASSESSMENT** shows who encloses or influences what areas, and describes the status of the opening, middle and endgame. Watch the evolution of territorial control as each move is played.

**STANDARD RESPONSES** shows pattern-expected responses to the current move.

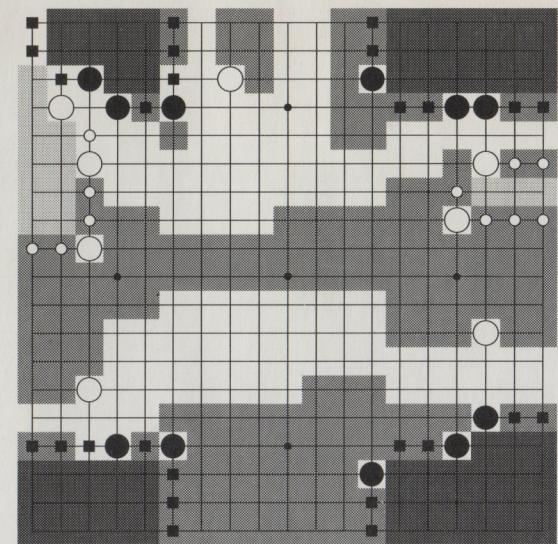
**SCORE** as you play. Select a group to change its life or death status & see the score impact.

**REQUIREMENTS** for all products: 512 K &

Any PC with DOS 2.1 + or Windows 3.0

Herc-MDA-CGA-EGA-VGA & Mouse optional

Any Mac with System 6.0 + or System 7



Assessment shows each player's territory & influence.

#### Fun & Fancy

**Great visuals** — Supports color and large-screen displays. Winning stones smile during scoring. Captured stones frown and march off the board.

**Stealth Opponent** — Even the professionals have trouble beating NEMESIS when they can't see her until they place a stone where she played, or lose stones to her.

**Inscrutable Teacher** — Tells you why her move was made, occasionally substituting wise sayings.

#### Utilities

**High resolution printer output** — Go board images can be printed into PICT format on the Mac, and Postscript EPS format on all machines. Import high resolution board images into third party programs.

**"Standard Format"** — Read and write standard game text files. Supports third party products.

**Standard Go Modem Protocol** — Play anyone, anywhere.

**Board Editor** — Add and subtract stones from the board on any turn. Create arbitrary situations and problems for use with NEMESIS. Cheat outrageously.

# NEMESIS Igo Dojo

## Go anywhere - anytime!

A hand-held, battery-powered machine which plays Go and tutors vital aspects of the game, but fits easily into a briefcase or backpack. Igo Dojo® contains NEMESIS® Go Master, Joseki Genius & Tactical Wizard software. This electronic Go School allows you to study book problems interactively and play Go anywhere, even while lost in the Himalayas.



Size: 5.25" x 9" x 1.5"

Weight: 1lb 4oz w/o batteries

Power: 6AA batteries or AC adapter

CPU: NEC V25 16 bit

Memory: 256K ROM 64K RAM

Display: 3.25" x 3.5" LCD

*Game Save cartridge & AC adapter included*



**TOYOGO, Inc**  
**P. O. Box 25460**  
**Honolulu, HI 96825-0460**  
**1-800-869-6469**

(808) 396-5526 (808) 396-4126 fax